(u.k. einstein user   group)

AEGOS

Alternative Einstein Games

Of Skill

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Alternative Einstein Games Of Skill

(or AEGOS for short)

was put together and originally distributed

by ROY PRIME

of the Beds & Bucks Einstein User Group

(alias the Bedfordshire Computer Users Group)

from programs provided by members of that group

whose skill and enthusiasm is much appreciated,

and whose rights are hereby acknowledged.

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as part of its program to support users of

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AEGOS... Alternative Einstein Games of Skill.

The Aegos package was produced to give some idea of how good some of the latest budget software really is AEGOS includes, Dice, Einstein Golf, In Between, Plank, Blackjack and Romulans. All the games on the package are easy to play, and they are all automatically loading, so you don't have the hassle of having to load XBAS or having to read masses of manuals.

The Copywrite Messages.

The Main system (Disc Operating System). (c) 1984 - 1987 Xtal (Crystal Research).
The Programming Language. (c) 1985 Xtal (Crystal Research).
Dice, Blackjack, In Between, (c) 1988 - 1990 Brian Parsons
Einstein Golf (c) 1990 Ted Cawkwell
All other programs (c) 1990 Roy Prime.

Loading Instructions.

To Load Einstein Golf.

Turn on your Einstein. When you get the message "Insert Disc into Drive 0" insert the AEGOS disc into drive 0 (Side B up), then press CTRL + BREAK keys together. The game will load automatically.

To load the other software including Dice and Blackjack.

Turn on your Einstein. When you get the message "Insert Disc into Drive 0" insert the AEGOS disc into drive 0 (Side A up), then press CTRL + BREAK keys together. The drive should whurr for a second, then you should see a menu appear. This menu contains all the software that you are available to load from the disc. To load a game simply press the number that corresponds with the game that you wish to play, for example if you wanted to play "Dice", just press 1 on your keyboard.

Copy Protection.

I have not Copy Protected this disc because I feel that Copyprotection is more trouble than it is worth. You may make backup copies of this disc, however please don't pirate it as the procedes from selling this software will go towards producing more.

Einstein Golf. By Ted Cawkwell

The course has 18 holes but you have the option of playing either nine. One or two players can take part. You have a full standard set of 14 clubs, 3 woods, 9 irons, a sandwedge and a putter.

Set distances for each club are:-

1 wood 250 yards	5 iron 150 yards
2 wood 230 yards	6 iron 140 yards
3 wood 210 yards	7 iron 130 yards
1 iron 190 yards	8 iron 120 yards
2 iron 180 yards	9 iron 110 yards
3 iron 170 yards	sand iron 80 yards or 40 yards from a bunker.
4 iron 160 yards	Putter 20 yards

There is a built - in uncertainty of +/- 5% on each shot and selectable wind strengths add hook and slice at random.

On all but the shortest holes a white cross shows distance of 100 yards from the centre of the green to help you gauge your next club. On the green 1 putt unit is 8 pixels (about the width of a letter on the screen).

On loading the game you have a choice of game and number of players plus wind strength and are then shown a scorecard. Pressing N (and ENTER in game 2) puts the first hole on the screen. In the 9 hole games it is possible to input any hole number (instead of N) for practice.

You then select a club bearing in mind the hole length as the distances are scaled according to this. A 1 wood on 150 yard hole will put you out - of - bounds. However the next choice is 'strength 1-9' with 9 being a full swing so if you should boob then cut down the strength - in this case to 5 or 6.

Next, estimate the direction as a compass bearing with north at the top. To aid here a compass rose is printed if you input C - the highlighted C in Compass is a reminder - making estimation easier. The numbers x10 are degrees. Upon entering a value the shot is made. With irons less than 5 you may be offered a choice of backspin. This only occurs on the green so select N if the shot is unlikely to reach. As the shot is made the amount of hook or slice is printed in the information window.

As in real life hazards abound on the course:-

TREES stop you dead exceot for the first few pixels and your next club is chosen according to your lie. You choose the strength and direction.

WATER. Penalty only if you land in deep water. The dropped ball is in the nearest grass or shallows to the west. You have a free choice of club, etc.

ROUGH. Club chosen according to where your ball lies but you can pass over rough.

BUNKERS. These stop you if you land in them. However you can sail over any of the first 2/3 yards of your shot but can chose strength and direction.

OUT - OF - BOUNDS. If you get too close to the edges of the course you are out - of - bounds. Penalty 1 stroke.

Roll of Honour. When you finish a round you are given a choice of a printed scorecard, another game or quit. Quitting brings you to the Roll of Honour so that you can add your own name if you are good enough!!

The other Games of AEGOS

AEGOS is a big software pack, so to tell you about the "Other Games" is Roy Prime.

The first game on side A is DICE. This game is based on the famous game Y*H*Z*E. In this game the idea is to amass as many points as possible with 5 dice, while following the rules of the game.

When you first load the game you are given an option of entering the names of up to six people, each of these people will be competing to get the highest points possible.

These are the rules!

With 5 dice you must try to get these combinations.

3 of a kind. I.e 3 ones or 3 twos etc.   Type 3K and enter to put 3 of a kind in this column.
4 of a kind. I.e 4 ones or 4 twos etc.   Type 4K.
A full house. This has to be three of one number and two of the other like 3 ones and 2 twos is a full house.
Type FH to put a full house in this column.
A low straight. Either 1,2,3,4 or 2,3,4,5 or 3,4,5,6. Type LS to put a low straight into this column.
A high straight. 1,2,3,4,5. Type HS to put a high straight into this column.
Dice! Which is 5 of the same number. Is automatically entered. Otherwise type YZ.
Chance! Any thing goes wrong then you can enter it into this column (Only once though!). Type CN.

The other columns are the numbers 1 through to 6. You can put anything into this column as long as one of the numbers is represented, say for example you threw a combination of 1,2,3,1,1 you could type 1 and press enter and the computer would say "Aces score 3 is this correct?" type Y to accept or N to cancel.

All columns can only be used once! If you run out of columns to use then you MUST use any empty column and score 0.

How to play during the game

To spin the dice press space bar. This will change the dice (totally at random).

You can "HOLD" dice to give yourself a better chance of getting DICE and other columns. To select which of the dice that you wish to hold, just press the number that corrosponds to it. I.e the 3 dice along the top are marked 1 - 3 and the two along the bottom are marked 4 - 5. Just press the keys 1 - 5 to hold the dice that you wish to hold. A word of warning! When you hold a dice, you cannot reverse it, so make sure that you know what you wish to hold before you press a key. You have 3 throws, after those 3, it is up to you what you do with it.

Suprise moves

Sometimes you may be lucky and get a DICE from the first throw, the computer will not register this until the last throw, so make sure that you hold ALL the dice, otherwise TOUCH!

The scoreboard. When you have finished round 1 (There are 6 rounds) you will be given the scores of all the players, you will be given the option of R to Repeat or S for a Summary. By pressing S you can see who is in the lead at that moment in time.

Finally, I wish you luck....You will need it! Roy Prime.

Dice (c) 1989 - 1990 Brian Parsons and Roy Prime.

The other Games of AEGOS

Concentration.

Concentration requires a lot of concentration! . You are given 52 cards, face down and you have to match them up. Type the number of the card that you wish to turn over and then type another number (1 - 52) if the cards match they will stay face up for you to chose another pair, however if they don't match you will have to chose again this goes on until you can match all 52 cards up, then your score is given to you.

Plank.

Based upon the famous hangman game! Can you guess the word before the man jumps into the water!

Between.

Between is a game of luck! As with many others! You are given to cards and 50 pounds to bet on if the next card is going to be in between the last 2 cards. I.e if the two cards you are given are ten and two, then it is a fairly safe bet to say the next card will be inbetween, however if the two cards are four and six, I wouldn't bet too much if I were you!

Black Jack.

Based on the famous game "Black Jack" and is rather simular to Pontoon! you are delt two cards and then given the option to stick or twist. The highest number to win is 21, higher will make you "Bust" while lower and you will find that the computer is very likely to beat you!

Romulans.

The Dreaded romulans from Star Treck are back again! Try to stop them from taking over the Galaxy with the wonderfull ship U.S.S Dragon. A large number will appear on the screen for about 2 seconds. Type the number which you think they are, and hold your breath!

If you score 100% accuratly then you are awarded 10 Laser points.
If you are about 5 wrong then you are awarded 5 Laser points.
If you are about 10 wrong then you are docked 5 laser points.
If you are about 20 wrong then you are docked 20 laser points.

Romulans come in packs from 1 - 99, so if you type 100 your lasers will jam and the game will end, the game will also end if you lose all your laser points.

Other games on this disc including the above (c) 1990 Roy Prime and Brian Parsons.

(secretary A E ADAMS)
Ivy Cottage, Church Road,
New Romney, Kent, England
TN28 8TY

UK EINSTEIN USER GROUP

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Einstein
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Any skills/experience
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(Continue overleaf?)

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Now ten years old, the Tatung EINSTEIN computer user group almost
folded last year due to management problems, but we took over just in
time. With long experience of running special-interest groups on a
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owners, we are reviving, expanding & rebuilding the group, to provide
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****
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****
USE THE SPACE BELOW for any information which won't fit on the front
of the form. Better still, use your Einstein to write us a letter
about your computer experience and how you make use of your Einstein.
Put a copy on 3" disk too - such letters make ideal mini-articles that
the editor and other members especially appreciate.
     Donations (& near-donations) of Einstein (or other) computer
items is much appreciated; both to run the group, and for our projects
to equip those who couldn't afford a computer otherwise. We especially
need a good 256, Portable and TPC-2000 (so we can support users of
these effectively), but anything is welcome -- EXCEPT SILLY PRICES !!!
     We want to know about other machines and their user groups too.
Tell us about any you own (or are members of), also about any machines
without support that could do with a user group of their own.
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